

# library-test.js - 7 Aug, 15:54 1/2

Status: PASS  
Created: 7 Aug, 15:54  
Started by: [leolima345995@gmail.com](#)

VUs: 20  
Duration: 2 min  
Load zones:

## Summary

This report summarizes a test run of the test "library-test.js". It was performed on August 7th, 2024 and is considered to be successful.

The test was configured to run up to 20 VUs for 2 min. The sections below give a more detailed breakdown.

## HTTP Overview

Max Throughput

18.5 req/s

HTTP Failures

0.000 req/s

Avg. Response Time

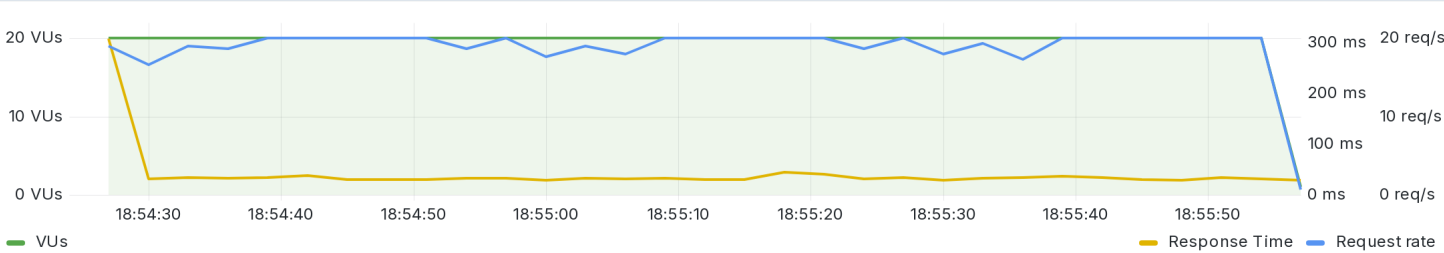
28.9 ms

95% Response Time

34.8 ms

## Performance overview

The 95th percentile response time of the system being tested was 35 ms and 1 742 requests were made at an average request rate of 19 req/s.



## Top 10 slowest URLs (sorted by P95 response time)

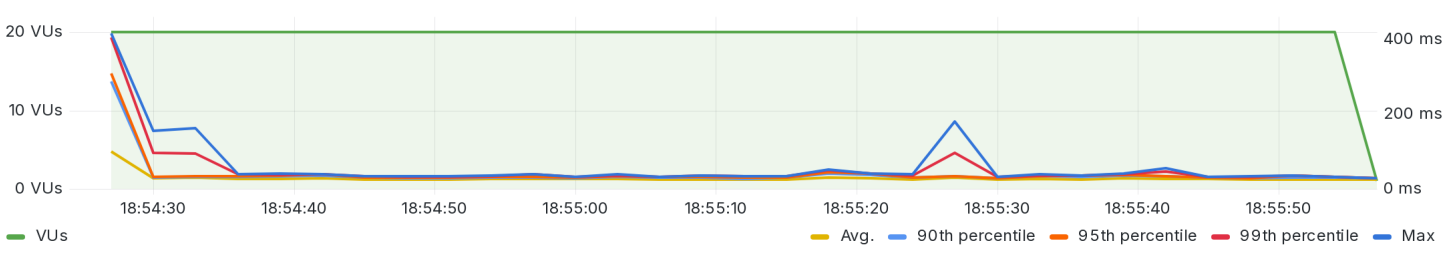
There were requests to 1 unique URLs, with 1 742 different responses received. The slowest response had a P95 response time of 35 ms.

Name	Scenario	Method	Status	Count	Min	Avg	P95	P99	Max
<a href="#">http://localhost:8080/ownedGames/1</a>	default	GET	200	1.74 K	15.2 ms	28.9 ms	34.8 ms	147 ms	415 ms

## Global results

### Response time

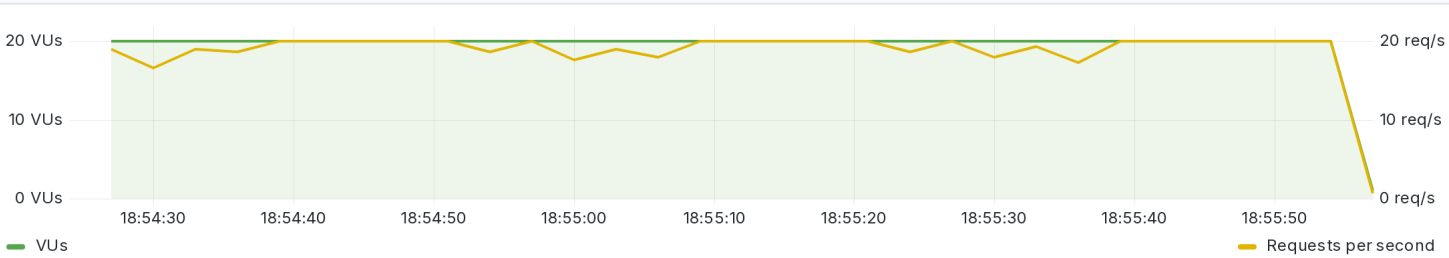
The maximum response time occurred at 20 VUs, with a response time of 415 ms. The average response time at the same point in time was 100 ms, with 95% of requests taking less than 309 ms.



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## Throughput

The test had an overall average request rate of 19 reqs/s, peaking at an average of 20 reqs/s while running 20 VUs.



## Bandwidth

The amount of data sent peaked at 20 VUs, sending 1.8 KB/s of data. Data received had its peak at 20 VUs with 34.4 KB/s being received. A total of 157 KB was sent and 2.92 MB received during the course of the entire run.

